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(Australian Petty Patent)

(54) Title  
**VIDEO GAMING MACHINE**

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(56) Prior Art Documents  
AU 630587 79361/91 G07F 17/32  
AU 617647 79228/91 G07F 17/32

(57) Claim

1. A gaming machine having a video display screen, a computer controller for controlling screen displays thereon and game play of cards, input control means linked to said computer controller which are user operable to initiate game play at a cost to the player and to interact with the game, and a software program controlling said computer controller, and responsive to user operations received from the input control means via the computer controller, said software being operable during game play to place the machine in a mode following a win providing game winnings which will provide an option to stake game winnings to attempt a selection of one of the suits of cards, and if said selection results in a correct suit the winnings will be increased, and if the selected suit is not correct but the colour of the suit is the same, winnings less than if a correct suit results will be achieved, and if the selected suit and the colour of the suit is not the same, the game winnings are lost.

675626

AUSTRALIA

The Patents Act 1990

PATENT REQUEST: PETTY PATENT

I/We, being the person(s) identified below as the Applicant, request the grant of a patent to the person identified below as the Nominated Person, for an invention described in the accompanying petty complete specification.

Full application details follow.

**Applicant and Nominated Person:**

OLYMPIC AMUSEMENTS PTY. LTD.  
1562-1568 CENTRE ROAD  
SPRINGVALE VIC 3171  
AUSTRALIA

**Invention Title:** VIDEO GAMING MACHINE

**Name(s) of actual inventor(s):** THEO TOKLIS

**Address for Service in Australia:**

GRIFFITH HACK & CO,  
509 St Kilda Road, Melbourne,  
Victoria 3004, Australia.

**Attorney Code:** HA

**ASSOCIATED APPLICATION DETAILS**

<b>Application No.</b>	<b>Country Code</b>	<b>Date of Application</b>
PN3442	AU	08 June 1995

**Drawing number recommended to accompany the abstract:**

OLYMPIC AMUSEMENTS PTY. LTD.

DATED: 24 May 1996  
GRIFFITH HACK & CO.

NOEL T. BRETT  
Patent Attorneys for and  
on behalf of the applicant

MO 81142 27 MAY 96

AUSTRALIA  
Patents Act 1990

**NOTICE OF ENTITLEMENT**

We OLYMPIC AMUSEMENTS PTY. LTD.

of 1562-1568 CENTRE ROAD  
SPRINGVALE VIC 3171  
AUSTRALIA

being the applicant(s) in respect of an application for a patent for an invention entitled  
**VIDEO GAMING MACHINE** (Application No. 52499/96), state the following:

1. The nominated person has, for the following reasons, gained entitlement from the actual inventor:

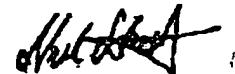
THE NOMINATED PERSON GAINS ENTITLEMENT  
FROM THE ACTUAL INVENTOR BY WAY OF  
EMPLOYMENT

2. The nominated person is the applicant of the provisional application listed on the Patent Request.

DATE: 10 December 1996

OLYMPIC AMUSEMENTS PTY. LTD.

GRIFFITH HACK  
MELBOURNE OFFICE



NOEL T. BRETT

Patent Attorney for and  
on behalf of the applicant(s)

AUSTRALIA

PATENTS ACT 1990

ORIGINAL

COMPLETE SPECIFICATION

PETTY PATENT

Invention Title: VIDEO GAMING MACHINE

Name of Applicant: OLYMPIC AMUSEMENTS PTY. LTD.

The following statement is a full description of this invention, including the best method of performing it known to me/us:

## VIDEO GAMING MACHINE

### Field of the Invention

This invention relates to a video gaming machine and relates particularly to a gaming machine that is appealing to players.

### Description of the prior art

Video gaming (or poker) machines have considerable popularity through all states of Australia, with quite substantial amounts of money wagered on these machines. There is a growing tendency for state governments to legalise the use of gaming machines by licensing operators, with concomitant revenue gains through taxation of monies invested. The licensed operation of gaming machines is the subject of state legislation and regulation. This regulation most always dictates a maximum percentage payout for a gaming machine. For example in Victoria, a minimum of 87% of monies invested must be returned as winnings, and manufacturers of gaming machines therefore must design their machines around these regulatory controls.

Because of the nature of the gaming machine market there is intense competition between manufacturers to supply the various existing and new venues. When it comes to selecting a supplier of gaming machines, the operator of venues will often pay close attention to which particular games are the most popular with their patrons. Therefore, it is in the interest of gaming machine manufacturers to devise games which are popular with players, and in that way improve their chances of obtaining additional sales.

Many various strategies have been tried in the past to make games more enticing to players, including the commonly known double-up feature whereby, if a player wins a particular game, the player can then risk the winnings of that game in a double-or-nothing mode in which they gamble on a subsequent, and often different, game such as whether a red or black card will be the next card drawn. Other techniques adopted in the past have been to provide complexity in the numbering and combinations of indicia which would result in a win, thereby hoping to convince the player that there is a greater chance of winning and to keep their interest in a particular game.

Object and Statement of the Invention

It is an object of the present invention to attempt to provide an improved gaming machine. Therefore, in accordance with a first broad aspect of the present invention there is provided a gaming machine having a video display screen, a computer controller for controlling screen displays thereon and game play of cards, input control means which are user operable to initiate game play at a cost to the player and to interact with the game, and a software program controlling said computer controller, said software being operable during game play to place the machine in a mode following a win providing game winnings which will provide an option to stake game winnings to attempt a selection of one of the suits of cards, and if said selection results in a correct suit the winnings will be increased, and if the selected suit is not correct but the colour of the suit is the same, winnings less than if a correct suit results will be achieved, and if the selected suit and the colour of the suit is not the same, the game winnings are lost.

Most preferably the gaming machine has its software configured so the game is poker.

It is further preferred that the software is configured so the winnings for a correct suit result in a

doubling or higher dividend on the game winnings.

Description of Example of Preferred Embodiment

In order that the invention may be more clearly ascertained, an example of an embodiment will now be described.

The methodology of the embodiment will be described, and it is to be understood that it is within the capabilities of the non-inventive worker in the art to introduce the methodology on any standard microprocessor-based gaming machine by means of appropriate programming. The embodiment will be described with reference to the card game of draw poker as will be implemented on a video gaming machine. It is to be understood that the methodology could be applied to a number of other card games that might be played on a video gaming machine.

In the preferred embodiment a game of 52 card draw poker is played. The probability of achieving a winning hand in a "two-draw" hand of draw poker and the prize units allocated for each win is given in Table 1. By "second-draw" it is meant that a player receives a first draw of five cards and can retain a number of cards that are favourable, then have the discarded cards re-drawn as the second draw. Table 2 indicates the assumed strategy adopted by a player after a first draw.

From table 1, it can be determined that the expected return is obtained by multiplying the entries in the second and third columns and adding the results. In the present case, the return  $R = 80.25\%$ .

In order to enhance enjoyment for the player, the draw poker game has a special feature, whereby if the result of a player of a hand is a full house or some other determined prize winning combination then a second mode of operation is entered, in which the player is able to provide an option to stake the game winnings to attempt a selection of one of the suits of cards, and if that selection results in a correct suit his winnings will be

increased. If the selected suit is not correct but the colour of the suit is the same as that selected, winnings less than if a correct suit results will be achieved. Further, if the selected suit and the colour of the suit is not the same, the game winnings are then lost.

5 Each time a player chooses to play the game a new shuffled deck of cards is used.

10 The player has the choice of either selecting a colour or a suit therefore the return must be calculated separately for each case.

Total number of colours = 2

ie, Red, Black

Probability of choosing the correct colour = 0.5

15 Total number of suits = 4

ie, Hearts, Clubs, Diamonds, Spades.

Probability of choosing the correct suit = 0.25

Therefore:

Pr (Red) = 0.5

Pr (Black) = 0.5

20 Pr (Heart) = 0.25

Pr (Club) = 0.25

Pr (Diamond) = 0.25

Pr (Spade) = 0.25

#### Choosing a Colour

25 If the player chooses to select a colour, the probability given to each of the outcomes, choosing the correct colour or not, is 0.5. Depending on the outcome the player will either increase his winning such as double his money or lose it all. The return is calculated as 30 follows:

$$\begin{aligned} \text{Return} &= \text{probability of outcome} \times \text{prize} \times 100/1\% \\ &= 0.5 \times 2 \text{ (or other factor)} \times 100/1\% \\ &= 100\% \end{aligned}$$

Thus the return to the player is 100%

#### Choosing a Suit

When the player chooses a suit he may win by either, the suit matching or if the suit doesn't match the player may win if the colour of the suit matches.

**There are three (3) possible outcomes:-**

- 5            1.    Correct suit (therefore correct colour).  
              2.    Incorrect suit but correct colour.  
              3.    Incorrect colour and incorrect suit.

The probabilities and prizes for each of the outcomes are shown in the table below, with the return calculated by multiplying the entries in the second and third columns and then adding the results.

OUTCOME	PROB	PRIZE	RETURN
CORRECT SUIT	0.25	3	75.00%
CORRECT COLOUR ONLY	0.25	1	25.00%
INCORRECT SUIT AND INCORRECT COLOUR	0.5	0	0.00%

The return of the double up feature when choosing a suit is 100%.

In the case of legislation in place in Victoria  
the minimum payout required of gaming machines is 87%.  
Hence, that statutory requirement can be met whilst still  
providing increased enjoyment for players of the game as  
when this feature of selecting colour suit is added to the  
basic game payout, the payout exceeds the statutory minimum  
limit.

As a specific example, if a player has won ten credits from a main game win and enters into the optional special feature, he is offered a choice of what suit a card displayed face down might be. If he chooses hearts and is correct, he can receive an increased prize or credit, such as 30 credits. If the suit was diamonds he would receive his money back as a compensatory payment for being wrong in the suit selection but correct in the colour (both diamonds and hearts are red). If the card facing down contains

spades or clubs (black) the player would loose all his money as he was wrong in both instances.

Thus, it can be seen that the present invention provides additional player enhancing features in a video gaming machine which can result in increased pleasure in play and also increased economic benefit to the manufacturer of the gaming machine whilst still satisfying the statutory requirement as to the percentage return of monies invested.

Modifications may be made to the invention as would be apparent to persons skilled in the video gaming machine arts. For example, the game played may not be poker but may be some other game. The particular prizes offered may be displayed on a cabinet in which the machine is housed. Thus, for any particular machine there may be one or several different game results which result in prizes and credits which will lead the player to the special feature option. The display screen may display cards on a table or may display cards on a reel arrangement similar to spinning reels. These and other modifications may be made without departing from the ambit of the invention, the nature of which is to be determined from the foregoing description.

Table 1

Hand	Prize	Probability
Royal Straight Flush	500	$0.104 \times 10^{-4}$
Straight Flush	100	$0.924 \times 10^{-4}$
Four of a kind	33	$0.231 \times 10^{-2}$
Full House	10	$0.111 \times 10^{-1}$
Flush	5	$0.135 \times 10^{-1}$
Straight	4	$0.200 \times 10^{-1}$
Three of a kind	3	$0.705 \times 10^{-1}$
Two pairs	2	0.121

Table 2: First Draw Poker Strategy in Order of Precedence

Hand	Action
Royal Straight Flush	Retain all 5 cards
Straight Flush	Retain all 5 cards
Four of a kind	Retain all 5 cards
Full House	Retain all 5 cards
Flush	Retain all 5 cards
Straight	Retain all 5 cards
Three of a kind	Retain the 3, discard other 2
Two pairs	Retain the 2 pairs, discard other 1
Four to Royal Straight Flush	Retain the 4, discard other 1
Four to Straight Flush	Retain the 4, discard other 1
Any pair	Retain the pair, discard other 3
Four to Straight	Retain the 4, discard other 1
Four to Flush	Retain the 4, discard other 1
Three to Royal Straight Flush	Retain the 3, discard other 2
Three to Straight Flush	Retain the 3, discard other 2
Three to Straight	Retain the 3, discard other 2
Three to Flush	Retain the 3, discard other 2
Any other hand	Discard all 5 cards

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A gaming machine having a video display screen, a computer controller for controlling screen displays thereon and game play of cards, input control means linked to said computer controller which are user operable to initiate game play at a cost to the player and to interact with the game, and a software program controlling said computer controller, and responsive to user operations received from the input control means via the computer controller, said software being operable during game play to place the machine in a mode following a win providing game winnings which will provide an option to stake game winnings to attempt a selection of one of the suits of cards, and if said selection results in a correct suit the winnings will be increased, and if the selected suit is not correct but the colour of the suit is the same, winnings less than if a correct suit results will be achieved, and if the selected suit and the colour of the suit is not the same, the game winnings are lost.
- 20 2. A gaming machine as claimed in claim 1 wherein said software is configured so the game is poker.
3. A gaming machine as claimed in claim 1 or claim 2 wherein said software is configured so the winnings for a correct suit result in a doubling or higher dividend on the game winnings.

DATED THIS 10TH DAY OF DECEMBER 1996

OLYMPIC AMUSEMENTS PTY LTD

By Its Patent Attorneys:

GRIFFITH HACK

30 Fellows Institute of Patent  
Attorneys of Australia

## **ABSTRACT**

A video gaming machine is provided which has a feature that after a win, a player can stake the winnings on a further game where the player attempts to select one of the suits of cards. If this further game results in a win, the winnings are increased. If the further game does not result in a win but the colour of the suit is the same the winnings are increased but less than that for the correct suit. If the suit or the colour of the suit is not correct the game winnings are lost.